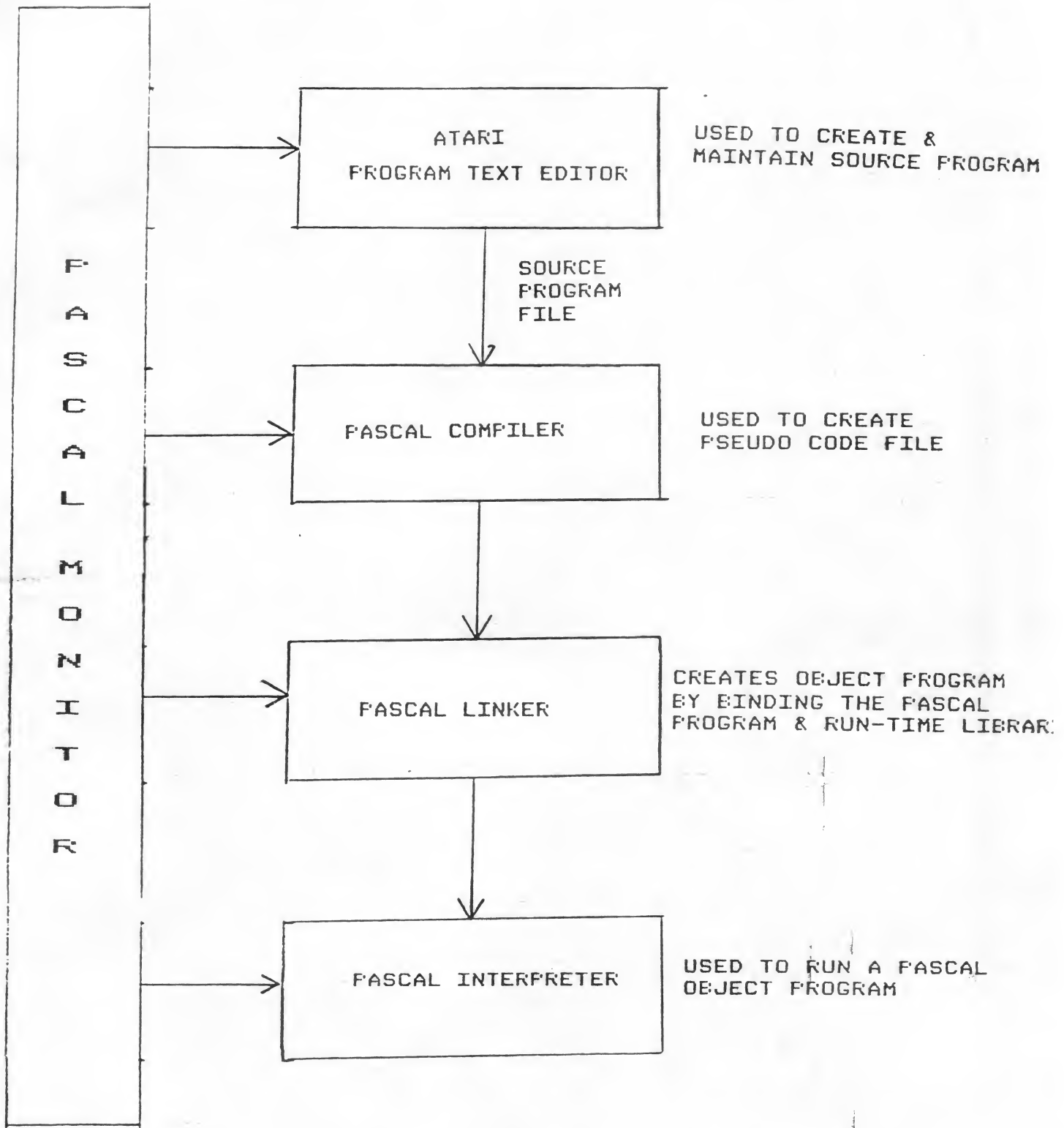
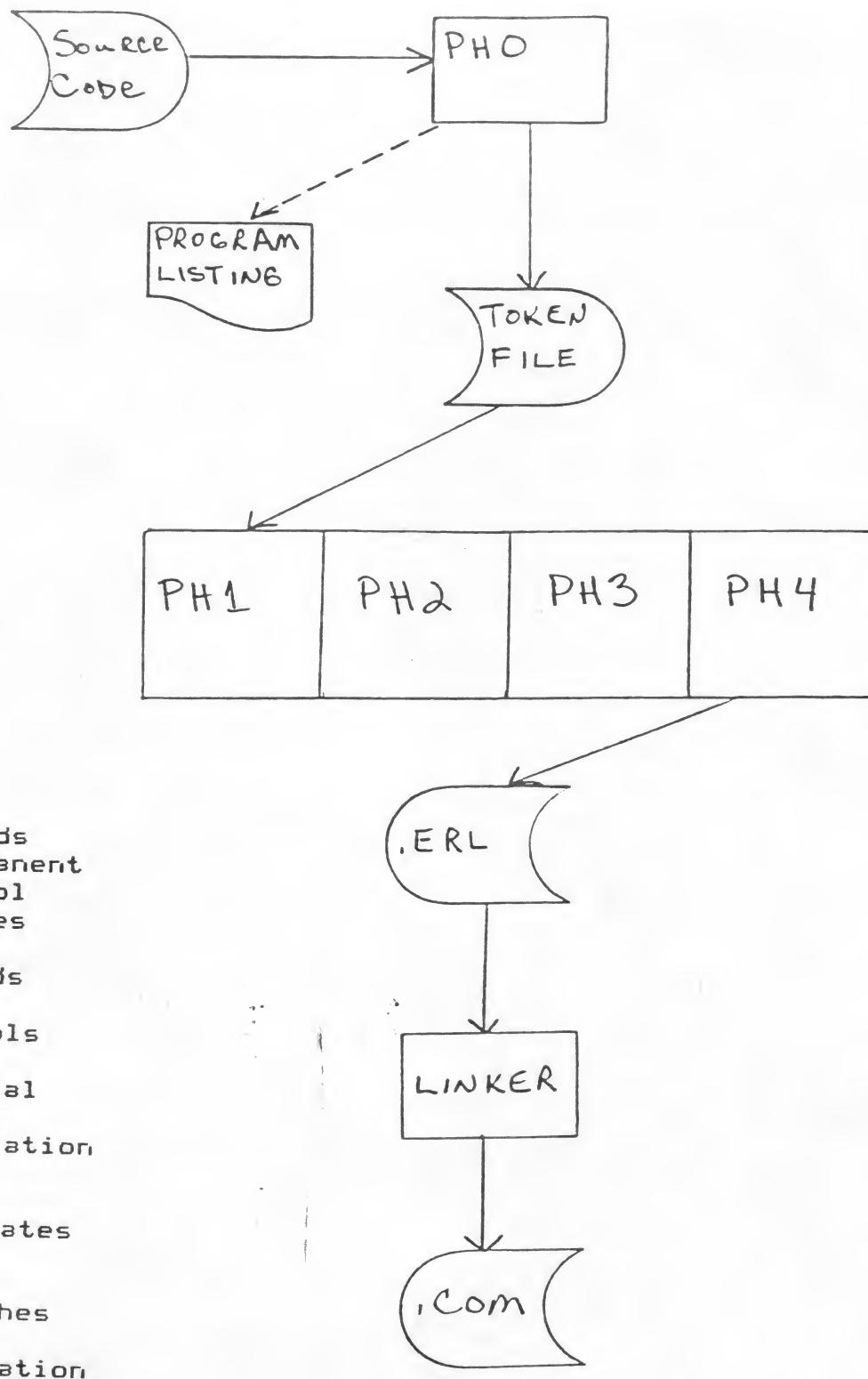


HOW DOES IT WORK?





PH1-Builds
Permanent
Symbol
Tables

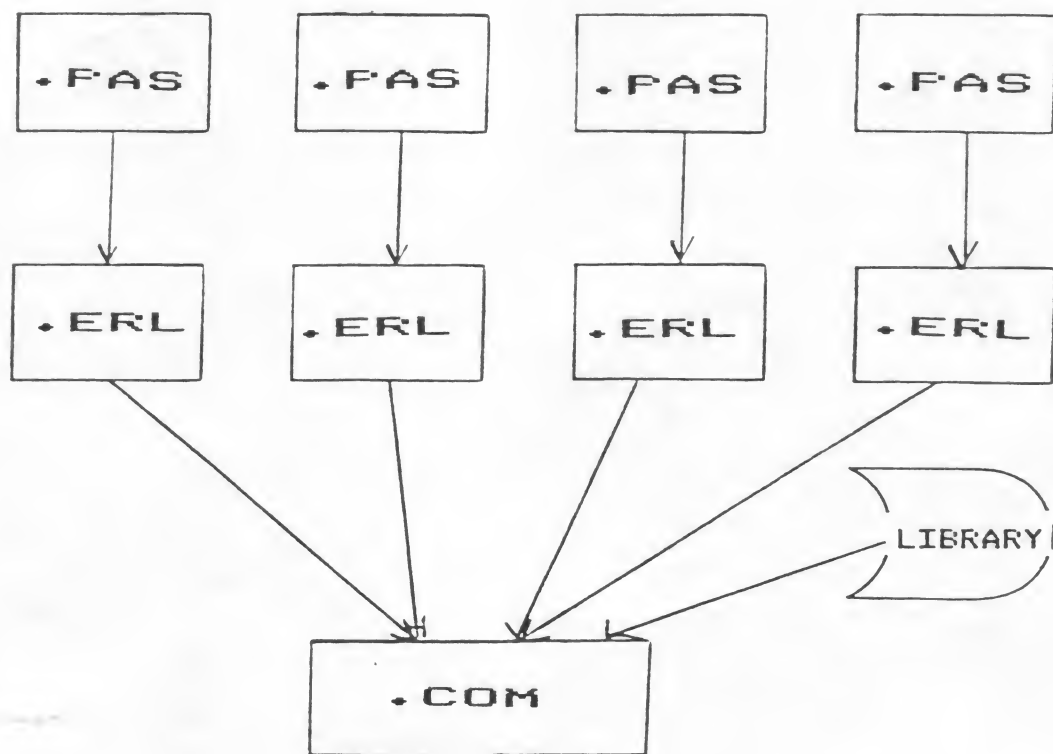
Builds
User
Symbols

PH2-Initial
Code
Generation

PH3-Generates
Code

PH4-Finishes
Code
Generation

COMPILATION PROCESS



MODULAR COMPILATION

THE FOLLOWING IS THE PASCAL SYSTEM MEMORY MAP.

\$BFFF	
\$8C00	NORMAL ANTIC MODE 2 TEXT SCREEN
\$9E00	PASCAL INTERPRETER RESIDES HERE
\$2000	TRANSIENT PROGRAM AREA
\$1F80	PARAMETER/COMPILER COMMUNICATIONS AREA
\$1F00	INTERPRETER JUMP TABLE
\$D00	INTERPRETER VECTOR TABLE {256 2 BYTE ADDRESSES 1 PAIR/P-CODE}
\$0700	DOS 2.0
\$0600	PASCAL EVALUATION STACK
\$057F	FLOATING POINT VARIABLE MEMORY
\$0480	CONCATENATION BUFFER
\$0100	NORMAL ATARI O.S. VARIABLES AND HARDWARE STACK
\$0080	INTERPRETER ZERO-PAGE {NONE AVAILABLE FOR USER}
\$0000	O.S. ZERO-PAGE VARIABLE SPACE